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1 [Meeting technology challenges of pervasive augmented reality games](#)

Wolfgang Broll, Jan Ohlenburg, Irma Lindt, Iris Herbst, Anne-Kathrin Braun
October 2006 NetGames '06: Proceedings of 5th ACM SIGCOMM workshop on Network and system support for games

Publisher: ACM

Full text available: [pdf\(370.77 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 484, Citation Count: 0

Pervasive games provide a new type of game combining new technologies with the real environment of the players. While this already poses new challenges to the game developer, requirements are even higher for pervasive Augmented Reality games, where the ...


Keyw ords: augmented reality, mixed reality, pervasive gaming, ubiquitous computing

2 Level set and PDE methods for computer graphics



David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  [pdf\(17.97 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 57, Downloads (12 Months): 1315, Citation Count: 4


Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the ...

3 Communicating user's focus of attention by image processing as input for a mobile museum guide



Adriano Albertini, Roberto Brunelli, Oliviero Stock, Massimo Zancanaro
January 2005 IUI '05: Proceedings of the 10th international conference on Intelligent user interfaces

Publisher: ACM

Full text available:  [pdf\(204.31 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 32, Citation Count: 1

The paper presents a first prototype of a handheld museum guide delivering contextualized information based on the recognition of drawing details selected by the user through the guide camera. The resulting interaction modality has been analyzed and ...

Keyw ords: appearance-based recognition, human-machine interaction, machine learning



4 Exploiting perception in high-fidelity virtual environments



Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Courses

Publisher: ACM

Full text available:  [pdf\(5.07 MB\)](#)  [mov\(68:6 MIN\)](#)

Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 102, Downloads (12 Months): 1805, Citation Count: 1

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

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